



STEM Everywhere

	Snack	Homework Time (for youth who finish early)	Enrichment 1 – 2 times per week	Enrichment 3+ times per week; longer term	Physical Activity
Cooking/Food	Activity: Survey and report on taste tests and preferences Skill: Make, read, and use graphs, charts, and diagrams	Activity: Snack committee meeting to develop surveys, budget, and create snack menus Skill: Listen and collaborate respectfully and effectively	Activity: Map local food establishments with student reviews and nutritional information Skill: Use coordinates to show locations on a map or graph	Activity: Plan and work in school garden Work with lunch staff to use garden foods and healthy snacks Skill: Understand plant life cycles and development	Activity: Calculate calories burned and needed Skill: Add, subtract, multiply, and divide whole numbers, decimals, and fractions
Weather / Seasons / Climate	Activity: Student-created daily weather reports with predictions and recommendations for activities and clothing Skill: Describe and explain seasons and weather patterns	Activity: Activity center with make-your-own seasonal calendars Skill: Describe and explain seasons and weather patterns	Activity: Create and present map of each student's ideal living environment, with details of physical features, climate, weather patterns, etc. Skill: Explain the concept of "ecosystem" and the relationship of living things and the environment	Activity: Use Google Earth, Maps, and Sky to explore, research, and report on climate change Skill: Understand environmental change over time and through fast, catastrophic change	Activity: Create charts of activities for different types of weather, based on student surveys and rankings for preferences Skill: Make, read, and use graphs, charts, and diagrams
Building / Engineering	Activity: Number, measurement, and spatial puzzles and guessing games (e.g., How far from A to B? How many M&M's in the bag? What proportion of blues?) Skill: Figure out problems mentally, using paper and pencil, and with calculators	Activity: Activity center with mazes, puzzles, Sudoku, miscellaneous construction materials (sticks, paper, cardboard, glue, scissors, twine) Skill: Use the process of experimentation to solve problems	Activity: Redesign the afterschool space. Challenge youth to draw designs to scale. Other design-build challenges, e.g.: tallest tower, strongest bridge, best parachute, furthest-flying paper airplane Skill: Apply innovation to modify an existing product or structure	Activity: Learn about, plan for, and compete in local robotics, building, design, or Lego competitions Skill: Solving complex problems in teams	Activity: Design and build a race, skateboard, aerobic, or obstacle course; hold competitions Skill: Design, test, and build a system or process to meet desired needs within realistic constraints